

The Legend of Zelda: Ocarina of Time

Andrew Glassner
Microsoft Research

Nintendo 64 Game

- Cartridge
- Single-player
- 60-70 hours of gameplay

Zelda64

- Released mid-Nov 1998
- More \$ than *any feature film*
- Fastest-selling game of all time
- #1 selling game of 1998
 - Only sold for 39 days!

Computer Games

- The Muppet CD-ROM
 - Felt terrible
- Koala Lumpur
 - Subhuman
- Afterlife
 - Hell in a box

More Games

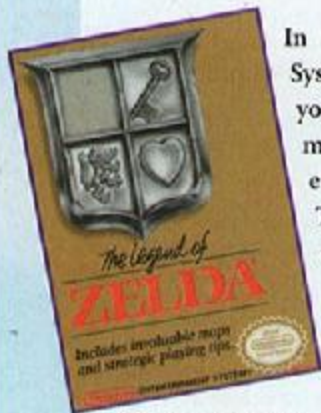
- The Pandora Directive
 - Don't open it
- Starship Titanic
 - Stupid-riffic
- X-Files
 - Exit fast

Zelda History

- 4 priors
 - 1987 (Nintendo NES)
 - 1988 (NES)
 - 1991 (Super NES)
 - 1993 (Gameboy)

1987

THE LEGEND OF ZELDA

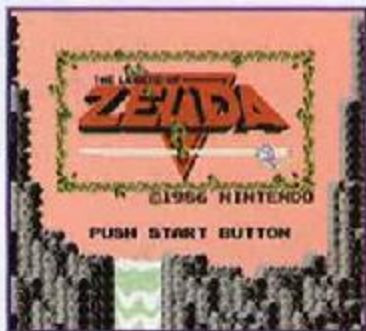


In 1987, owners of the Nintendo Entertainment System (NES) were introduced to the exploits of a young boy named Link for the first time. In the mythical world of Hyrule, Link is tasked to recover the eight missing pieces of the legendary Triforce and rescue the Princess Zelda from the clutches of the evil Ganon.

The first Zelda title was revolutionary in a number of ways. Among



The first Zelda title was revolutionary in a number of ways. Among them, it was the first



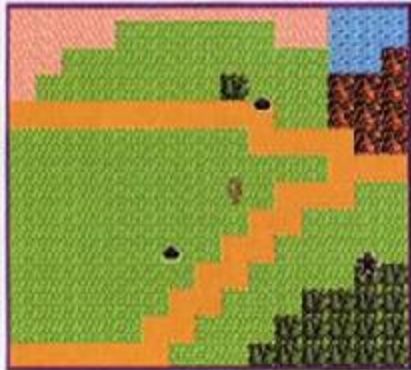
adventure/RPG to feature an open, nonlinear environment. Although the dungeons had to be conquered in a predefined order, the game allowed the player to break away from a set path and freely explore the world of Hyrule.

It also was the first

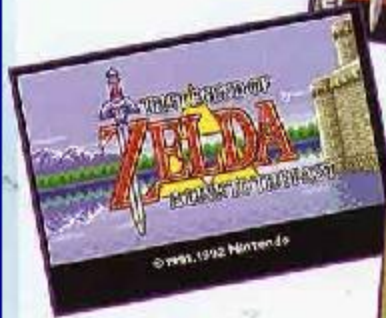
1988



ZELDA II: THE ADVENTURE OF
LINK (NES)



1991



A LINK TO
THE PAST (SUPER NES)



Super NES in 1991. In a "prequel" to the first two adventures, Link is called on to save the land of Hyrule from Ganondorf's forces, which have found the secret entrance to the Golden Land and are wreaking havoc. With the help of the wizard Agahnim, Ganondorf has kidnapped Princess Zelda and stolen back into the World of Darkness.

After collecting three special talismans from the World of Light, Link can move back and forth between the worlds of Light and Darkness to recover the eight pieces of the Triforce. After he retrieves them, a final showdown takes place in the Dark Pyramid. There, Link must fight and defeat both Agahnim and Ganon himself!



1993



LINK'S
AWAKENING
(GAMEBOY)

The fourth game, *Link's Awakening*, packed all the excitement of the Super NES game into a pocket-sized Gameboy edition. With gameplay strikingly similar to its predecessor, *Link's Awakening* took things a step further, allowing Link to combine the effects of two items at once.

Taking place just after events in *A Link to the Past*, *Link's Awakening* was the first true sequel in the series. During a mission to hone his skills, our hero shipwrecks on Koholint Island. Marin, an island local, rescues him, and Link sets forth to fulfill his destiny and awaken the Wind Fish.



N64 Specs

- Main CPU: 64 bit, 94 MHz
- Aux CPU: 5,000 polys/frame
- 4.5M of 36-bit memory
 - 560 MB/sec from cartridge
- Audio: 16 bit, 48 KHz

Let's Play!

Principles

- Big boss near restart point
- Run fast and avoid fights
- Signs, hints, advice
- Needed expendables nearby
- Multiple solutions
- Never crash